

Jersey Shore Shots TAP presents the 2023 9-Ball State Titleholders
Hosted by South Jersey Billiards in Somerdale NJ
Held in March of 2024

TAP Pool's Amateur Tour, LLC General Rules and Guidelines Book for 9-Ball shall govern the conduct of each match played in all TAP Tournament Events. Due to time constraints, some rule modifications must be implemented. These additional rules are also in effect for the duration of this event. Some of these rules are reiterated in this section and formats explained, to provide the player with the ultimate event experience. THIS IS A CONTINUOUS PLAY EVENT; ALL TIMES ARE APPROXIMATE AND TABLE ASSIGNMENTS MAY CHANGE. Please listen to announcements, if we can start a match prior to the starting time posted, we will do so.

Sportsmanship:

- This league is about Sportsmanship, Courtesy and Respect towards your fellow players, tournament staff, referees, and the rules. Unsportsmanlike conduct will not be tolerated. Penalties can range from a warning to ball-in-hand foul, to forfeiture of games, matches or disqualification. Referees will give one warning for the first offense. If there is a second occurrence, the player in violation will be asked to leave. All players are expected to conduct themselves in a professional manner. Rulings made by referees will not be made on petty technicalities. All players should win or lose on the table based on their pool-playing abilities.

Starting The Matches:

- In both the Group Stage and the Bracket portion of the event, the words **“Score Match”** will appear near the teams’ scheduled match up. The scorekeeper will tap this button to auto-populate the teams into a scoresheet and begin the team match. Neither team will have to create a scoresheet the traditional way, as performed during weekly league play.
- The individual player matches are entered in the same way they are entered in weekly team play.
- Both teams in the match must keep their side of the scoresheet (Home or Away).
- Both teams must lock the scoresheet when finished with the team match by hitting the blue bar labeled **“Complete Score Sheet”**. If this blue bar does not appear on the screen when the individual player matches are completed, at least one of those matches is still open and it is the scorekeeper’s responsibility to go back to the incomplete match and finish scoring it.

Round Robin Format:

- Each team will be on a 4-team board (Group Stage).
- Each team will play a round robin format with the other (3) teams on their board.
- A total of five player matches will be played in each team match. The total possible points attainable per team is 15.
- If a board has a BYE as one of the teams in the round robin, each team that competes against the BYE team will automatically be awarded 3 points for that round of play.

Advancement into Brackets:

- The 16 teams with the most points after the Round Robin phase will advance into the bracket phase of the tournament.
- The Bracket System is programmed to determine seeding into the bracket stage based upon the performance displayed in the round robin group stage on POOL NET and the PHONE APP.
- The Team Brackets will be determined by the highest point totals of all teams. When the final spots on the single elimination brackets are determined by the bracket system, there may be multiple teams tied with the same number of points, trying for those spots. Those teams will be seeded by the POOLNET Bracket System, based upon team performance, to determine the seeding for those teams.

Handicaps:

- There will be no changes of any kind made to the team rosters once the event begins unless a typo in the program has occurred. All players' membership status and handicaps have been verified prior to the start of this event and are not subject to change during the event.
- Handicaps will NOT change in this event. Every player is planning to bring their "A" game so don't be surprised to see some players shooting 1 to 1½ levels higher than their rating simply due to the intensity of this tournament, continuous play for two days straight and personal focus.
- All matches will be run through POOLNET's Automated Flagging Program by entering the teams' scoresheets from every round of the tournament. Match scores will be processed as soon as possible after completion of each match.
- No manual flags will be done by players or teams.
- All Players playing two levels or more over their handicap will be listed on this report. If the player is flagged twice, they will be disqualified from all teams for the remainder of the tournament.
- The captain of that player's team will be notified by the Tournament Director and be responsible for delivering the decision to the player in question. No further discussion will be considered. It is final.
- If a second player on that team is disqualified, the entire team will be disqualified.
- If the team is disqualified before finishing the Round Robin event, all matches will be recorded as a bye for teams that would have played the disqualified team.
- Any team that manipulates or otherwise reports false information on a scoresheet will be disqualified from the tournament.

Sudden Death:

- Sudden Death will be in effect for this event. Matches are set at 4-hour intervals. We need to adhere to this time frame as closely as possible to stay on schedule for the weekend. At 3 hours and 30 minutes, any match that is currently in progress (defined as the first rack in the match has been broken) will be allowed to play to its completion. Any additional matches to be played will be determined by one game between the two opponents. This is referred to as Sudden Death. At 3 Hours and 30 Minutes, the PHONE APP will turn pink. There is a timer on the App that starts as soon as you select the Lag winner for the first match. When the app changes color, you complete that match, and

any subsequent matches are sudden death. The tournament director will monitor times; however, it is every team's responsibility to manage their time wisely. Teams that ignore the Sudden Death match and play full matches, will be penalized. Any matches that are to be in sudden death and played in their entirety will be forfeits for both teams. Do not intentionally try to stall matches to ensure sudden death. Play fair and let your players win or lose on the table. Referees will have paper score sheets, in case you have a problem with the Phone App. **YOU KEEP THIS EVENT ON TIME BY FOLLOWING THESE RULES AND CALLING REFS ON DELAYS.**

- On TAP the APP, to enter a sudden death match you Select Winning Players Name, leave losing player on SELECT (do not select anything) and hit win by forfeit.
- The Sudden Death rule will not apply in the Finals.

Playing on Multiple Teams:

- If a player is on more than one team in this event, it is his/her responsibility to be available to play when needed. No player can play two matches at once. No match will be held up to wait for a player. **PLAYERS MUST MANAGE THEIR TIME WISELY.**

Fielding A Team:

- Only the Captain or a specific member of the team appointed by the captain can make player selections for each match. This is to avoid controversy. Please let your opponent know who this will be, prior to your match.
- If the teams facing one another have any common player(s), the player(s) are eligible to play for both teams without penalty if the player(s) meet the following two criteria:
 - o 1. The player(s) have met the proper requirements to be eligible to play in the tournament.
 - o 2. The player may never play him/herself.
- Teams have 5 minutes to put up a player for each match. Time starts when the last ball was made in the previous match. The opposing team then has 5 minutes from the time that the first team puts up their player. However, please have your next player ready to go when needed to avoid unnecessary delays.

Time Outs / Coaching:

- All players receive one (1) one-minute time out per game. If the coach exceeds the one-minute time limit, the opposing Captain, after timing the coach, can challenge for excessive use of time. At this point, the coach has 10 seconds to complete their advice to the shooting player. If there is a controversy, a Referee must be called. Remember that real time and perceived time are two different things. Don't be offended if you get called for taking too much time on a time-out. The match belongs to the players on the table, not the coach.
- Only the coach or the player can call a time out.
- Neither the coach nor the player can refuse a time out. Once a time out has been called or suggested, it must be taken.
- If the coach or player calls a time out when they have already used their time out for that game, one warning will be given to the team. Any future violations throughout the entire team's matches will result in ball-in-hand foul to the opponent.

- A second player can consult with the coach, but the coach is the only player who can communicate directly with the player or approach the table. Only the (2) shooting players and their coaches are allowed in the playing area.
- Only the coach or the player can ask for a third party to watch a close hit. Players are solely responsible for verifying a frozen ball. Coaches cannot interfere unless a timeout is taken. If another team member asks, one warning will be given. On the second infraction, ball in hand foul.
- The only communication between the player and the coach is during a time out situation by either team or between GAMES. The player cannot talk to anyone but the coach of their team while playing their match. To avoid controversy, the coach should be declared at the beginning of the match by both teams and the player should attempt to sit away from their team if possible.
- A player can only switch coaches one time per match. Once you switch you cannot switch back.
- The coach CANNOT use any equipment to give instruction to their player. They can only use their finger to point. First offense is a warning. Then ball-in-hand foul on subsequent offenses.
- When coaching a Skill Level 2 player, the coach must declare when they are taking their one official time out so the opposing player can consult with their coach.
- Skill Level 2 players get unlimited sideline coaching assistance within the 45-second shot clock, but the Coach CANNOT approach the table unless a TIME OUT has been called. The opposing player cannot consult with their coach during sideline coaching assistance. When coaching a Skill Level 2 player, if the coach approaches the table, it is considered a time out and a warning should be issued by the opposing Captain or Referee if the TIME OUT was not declared by the Coach. If it happens a second time after a warning has been issued, it is a ball-in-hand foul. All sideline coaching assistance during a non-time-out must occur away from the playing area and coaches should be seated (if possible) the entire time during coaching assistance.
- If your coach has to play a match on another table, you must pick another coach, to coach you for the remainder of your match. Please be sure to let the other team know who your new coach will be.
- Sideline interference will not be tolerated...The ONLY thing ANY player on the team can say to the shooting player when it is their turn at the table regarding the match is “mark your pocket” when the shooter is on the 9-Ball. This does not apply in a situation where the player is or should play the combination on the 9-ball. Comments such as “nice shot”, “let’s go”, etc. are allowed. Use common sense. Don’t clap or yell out YES!!! when the other player misses. Be quiet and show respect to the shooting players. Excessive outbursts will result in disqualification.
- If any comments are made of any kind that could be considered coaching, by any player on the team, the team will be given one warning. Any further comments will result in a ball-in-hand foul to the opposing player. This applies to the remainder of all matches between the two teams, not just the match where the warning was issued. The match belongs to the players. Let them win or lose on the table, based on their individual skills.
- Any player making comments from the sidelines that is not on either team playing a match will be given one warning to stop. If it occurs again, they will be ejected from the tournament area and the event.

Ball-in-hand:

- In a ball-in-hand situation, the shooting player can position the cue ball with ANY part of the cue, including the tip and ferrule. A foul occurs if the shooting player touches the cue ball while in the act of stroking the pool cue to execute the shot.
- The coach cannot touch any ball on the table. This is a ball-in-hand foul. The coach may touch the table but cannot mark the table in any manner to influence the shooting players shot selection. Marking the table is an automatic ball-in-hand foul. To avoid controversy, DO NOT touch the felt. If a coach places the cue ball, it is NOT a foul. It is a verbal warning the first time, a second offense will result in a ball-in-hand foul.

Calling & Marking Your Pocket:

- When shooting your shot, be sure to clearly identify the ball & pocket you are calling to avoid controversy.
- You must “MARK THE POCKET” with anything other than money or chalk on all 9-Ball shots. Not marking the pocket on a completed 9-Ball shot is loss of game.
- When shooting a defensive shot, be sure to clearly announce your intentions to the opposing player to avoid controversy.

Accidental Ball Movement:

- If the shooting player accidentally moves a ball prior to their shot, the opposing player has the option of leaving the ball where it was moved “or” returning it to its original position. If the shooting player grabs the moved ball to replace it, it is not a foul.
- If the shooting player accidentally moves a ball during the execution of their shot, putting the cue ball in motion and then touches the moved ball while other balls are in motion “or” another ball on the table strikes the ball that was moved or strikes the cue stick, bridge etc. it is a ball-in-hand foul.
- If the player touches any ball while placing their cue in position in a cue ball in hand scenario, it is a foul and the opposing player will be awarded cue ball in hand.

Good luck to all the teams!